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George H. Joblove , Donald Greenberg
Proceedings of the 5th annual conference on Computer graphics and interactive techniques August 1978
 Normal human color perception is a product of three independent sensory systems. By mirroring this mechanism, full-color display devices create colors as mixtures of three primaries. Any displayable color can be described by the corresponding values of these primaries. Frequently it is more convenient to define various other color spaces, or coordinate systems, for color representation or manipulation. Several such color spaces are presented which are suitable for app ...
- 2** Shading and shaders: Shader metaprogramming 100%

Michael D. McCool , Zheng Qin , Tiberiu S. Popa
Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware September 2002
 Modern graphics accelerators have embedded programmable components in the form of vertex and fragment shading units. Current APIs permit specification of the programs for these components using an assembly-language level interface. Compilers for high-level shading languages are available but these read in an external string specification, which can be inconvenient. It is possible, using standard C++, to define a high-level shading language directly in the API. Such a language can be nearly indist ...
- 3** Incremental and hierarchical Hilbert order edge equation polygon rasterizatione 100%

Michael D. McCool , Chris Wales , Kevin Moule
Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware August 2001

A rasterization algorithm must efficiently generate pixel fragments from geometric